

DYNAMIC DUO

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The Game

Beyond the realms of magic lay the 'Dark Powers' able to control the destiny of any who enter the 'Night House'.

This building is full of hidden rooms and treasure chests, waiting to be found by any with the strength of will, and body, to enter the House.

The House is built up of many corridors and secret rooms, they all have to be explored in search of the Treasure chests, which, if in luck, contain a part of the ten pieces required for the key to the Calculation room.

The rooms you seek are hidden and are only eliminated, on the map carried by Dwarf, when all ten pieces of the key have been collected, and once the key is formed, fake 'Phantom rooms' are eliminated which the Duo will have to investigate in his search for the real Calculation Room.

In your travels it would be impossible for just one being to navigate and locate all that is required in the 'Night House', but you have a companion on which you can depend.

A winged bird with the ability to fly separately from you travelling through the house and searching for the required items.

In the House lurk enemies that can halt you in your determined mission. The Grim Reaper has been watching your entrance into the house and your movements with great interest, he has the power to attack you when you are least expecting it and can call upon all his power to defeat your quest if you are off guard.

Together you and your partner are a strong force but limited in the amount of ground that can be covered and the areas of the House you can investigate, but separated the two are able to move in different directions and cover a wider area.

The Play Area

The screen is divided up into 3 parts, as follows.

1. The first at the top contains the playing screen for when the Duo is joined as one, or just for 'Duo one' when separated.
2. The second part of the screen contains the map showing the area covered by the player(s) and any items or objects that are in that part of the map. When the two players separate the map will be replaced by a copy of the First screen but this time showing 'Duo twos' progress. This screen will be able to scroll independently from the top.
3. The third and final screen contains both scores as well as the number of pieces of the key collected so far.

How to Play

In order to enter the Calculation room, you need 10 pieces of the key, which can be found in the treasure chests that are scattered around the 'Night House'. Duck can fly much faster than Dwarf can

run, but only Dwarf can open the treasure chests, so it's a good idea to separate, so Duck can look for them, and have Dwarf break them open when they've been found. If there is a piece of the key in a chest, it will automatically be picked up. There are several Phantom Calculation rooms, these will disappear from your map when you have picked up all key parts, revealing the location of the real room!

Also scattered around the floors of the house are large orbs. These can be shot and will roll along the ground. When they hit a wall, they will explode making a hole big enough to run (or fly) through.

Duck and Dwarf can only go up and down floors of the 'Night House' when they are together. To go down, go over a hole and press the DOWN control. To go up, go to a large door and press the UP control.

Loading

Use standard loading instructions. Refer to your computer manual for more information.

Controls

AMSTRAD

Key controls

	Player one	Player two
Up	Q	
Down	A	M (Use lift/hole)
Left	E	O
Right	R	P
Fire	X	SPACE
Toggle control in one player mode		RETURN

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